

YE OLDE SHOP OF CURIOS

(CURSED BIN #8)

For some reason, these curios have remained on the shelves for some time without a buyer. Perhaps some brave adventurer might stumble upon them and put them to good use.

DIAMOND BOW-STRING

This high tensile bow string glints and catches the light beautifully, however it has caused many archers to switch to using crossbows.

Activation: string a bow.

- The glittering encrusts the ends of the bow when it's strung and cannot be removed without destroying the bow.
- a gentle pull of the bow will flex as normal.
- A rapid pull (in normal use) will find the string unyielding and slice the fingers of the user for [D6+Dex modifier] damage
- The string goes rigid with sudden movement, so cannot be used as a garrotte.

CEASELESS SPARING SWORD

This well used and slightly dulled blade has runes on the cross-piece and pommel.

Activation: hold it and say the command word.

- The sword will animate and attempt to hit the person activating it.
- It has an attack of +1 (1D6+1 damage) and an AC of 16 if trying to hit it.
- It will cease only when it has inflicted 20+HP of damage to its target.
- It can only take damage from magical weapons and is immune to all normal damage types.
- It takes 20HP to disable the enchantment.
- The weapon can be activated only when it is at max health. (It recovers at 1HP per hour)

BOOTS OF TRACKING

A pair of high quality black boots are expertly made with runes stitched into the soft leather making an intricate design.

Activation: wear the boots.

- **Cursed:** Only removable if taken off under certain conditions (unknown)
- These boots will leave footprints, scuff marks and an obvious trail for anyone tracking the wearer.
- They will stomp and squeak all the time, making it almost impossible to sneak in them.

CHALLENGE GAUNTLETS

A set of riding gloves with monogrammed runes sewn on the back in gold thread.

(It is custom to slap someone in the face with gloves such as these when challenging them to a duel)

Activation: impact a creature with the gloves.

- Any damage inflicted by the gloves is transferred to the wielder instead.
- This does not extend to items held by the wielder if they are wearing them.

BAG OF MOULDING

An over the shoulder satchel is almost identical to a *bag of holding* in appearance.

Activation: place an item in the bag

- Functions in terms of storage like a *Bag of holding*
- Any item placed in the bag will rapidly age and loose power; 1 year of tarnish and deterioration will pass for every 6 seconds it is within the bag.
- Magic items will loose any charge and will have to make a check when removed to see if it is still functional (+1DC for every day it's within the bag)

CRYSTAL SWORD

The beautiful blade of this sword is a natural crystal, grown from the hilt to a razor's sharpness. It is balanced perfectly with the hilt fitting any hand in a comfortable, light grip.

Wielded it acts as a +4 sword.

Activation: leave for a day.

- If a blow hits anything (an attack roll over 10) then the blade shatters into fragments covering a 5ft area.
- If the attack roll is greater than the AC of the target, then the blade fragments remain in the wound.
- Shards walked on with bare feet will cause 1HP of damage and embed themselves.
- Embedded shard fragments cause 1HP of bleeding any time a physical *action* is performed until they can be removed (during a short rest)
- The magic in this sword is to grow the blade; for every 6 hours it grows ~20cm and gets a +1
- The hilt must be stored carefully or the blade will penetrate as it grows.

RING OF DAMAGE

A colourful ring with flowing enamelled design running all round them that changes from one colour to another and another constantly.

There are engravings on the inside.

- When wearing the ring, the first damage the wearer takes during an encounter makes one of two things happen; (50/50 chance)
 - *Resilient* make a CON check to take half damage **or**
 - *Susceptible* make a CON save or take twice the damage
- The wearer will continue to be resilient/susceptible to this *type* of damage for the duration of the encounter

UMBRAGE QUILL

A rather elegantly shaped black feather with a brass nib. It sits within its own hinged wooden case, the inside is a dull red with clean wood showing through a few glyphs.

This is also referred to as a "Devil's Pen" and is used to sign contracts with evil entities

Activation: use the quill

- The quill rejects all ink, instead drawing upon the wielder's blood.
- The start of every line of text inflicts 1HP, every page or drawing inflicts [D10]HP.
- All marks made with the quill show as scrapes across random areas of the wielder's body as it is used.

LIVING ARMOUR

The carapace of some unknown beast has been fashioned into high quality, light and tough armour. Each section is dark with a rainbow sheen and articulated with a natural sinew; it would conform to any wearer like a second skin.

Activation: wear the armour for an hour or more.

- This is treated as *Plate Mail* (18AC) however due to its light weight it allows the wearer to add DEX modifiers to over-all AC.
- The shell is highly resilient and offers a +4 to AC against all elemental attacks.
- During wearing, a fine mesh of veins extends from the inside face of the armour and fuses it to the wearer's body.
- Any direct damage to the armour will reduce the wearer's HP by the same amount. It will also heal with the wearer.
- A wearer will not be able to take a *full rest* naturally - see rules on *Exhaustion*
- The armour will only release its wearer when they drop to OHP.
- If tried to remove before 1 hour, the wearer takes 1D10 damage for every 10mins it's been on.

SAFETY SCABBARD

A black scabbard, well-crafted with some ornate scrollwork relief. It is sized to take a one-handed sword.

Activation: Slide a sword into the scabbard.

- The primary magic of this scabbard is to re-size itself to sheath any single handed sword perfectly.
- There are two sets of locking wheels at the top and bottom of the scabbard that enable a weapon to be slid in, but lock and jam the weapon to prevent its extraction.
- A successful investigation roll will discover two release catches disguised in the scrollwork.
- Both must be depressed at once to release the weapon (takes 2 hands)
- The scabbard is un-naturally durable (AC15), needing to take 100HP of damage to release the weapon and healing 1HP/hour.

HELM OF BRILLIANCE

There is a band of rounded pearls running all around this helmet. The face is open and the internal lining comfortable.

Activation: wear the helm in the dark.

- The pearls sense light levels and shine to give light, illuminating everything 15ft away from the wearer.
- AC is reduced by 2 when its's lighting up the wearer's head.
- Anything beyond 15ft is in complete darkness to the wearer.
- If removed in the dark, the wearer is *blind* for [D10] rounds.

POISON MASK

A large hat box, tightly buckled, has several runes carefully marked around its outside.

Inside is a classic white "Plague mask" covers the entire face with green glass eye pieces and a structure to the underside of the beak that is reminiscent of the underside of a mushroom.

Activation: passive; is constantly active.

- While worn, the wearer is immune to any airborne disease or poison.
- The limited sight while wearing this mask gives all perception rolls disadvantage.
- All living matter within 10ft of the wearer will begin to perish, blight and rot:
 - 1D4 poison damage to any living thing if a whole round is spent within the range.
- The box contains the damaging spores from the mask; on opening, all within 10ft take 1D4 poison damage immediately.
- After an hour of exposure, non-magic clothes will need replaced and armour repaired.